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DSMP Comics - Universe Overview

14–18 minutes

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STORYLINE

In a city brimming with heroes, vigilantes, and villains, a mysterious organization known only as E.G.G. has stepped out of the shadows. Their goal? Total chaos. In their quest to overrun the city, they've developed a device that shuffles people's powers— and nobody is safe…

Important Story Beats

Beginning: The E.G.G. uses a Mysterious Device to scramble everyone's powers. Although the intent was to disrupt everyone's abilities and render the whole city powerless, what happened instead was the Power Swap.

Middle: Storm the E.G.G. facility!

End: Find and use the Mysterious Device and accidentally shuffle everyone's powers again.

WORLDBUILDING

The HOA

In the city of Essempi, superheroes have formed an unofficial organization known as the Heroic Operatives Association (HOA). While unaffiliated with the government, they remain popular enough with the citizens that their existence goes mostly unchallenged. Law enforcement will work with them, albeit grudgingly. Think the Justice League from DC.

MEMBERS OF THE HOA: Awesamdude (The Warden); BoomerNA (Vehement); Dream; Eret (Eminence); Eryn (Imp); Foolish; GeorgeNotFound; Jack Manifold (Thunder); Niki (Nereid); Sapnap (Wildfire)

Villains and Vigilantes

Most villains are individuals, sometimes forming alliances that vary from person to person; there's no overarching organization. Vigilantes are vigilantes— less popular than the HOA, and often mercilessly hunted by law enforcement and villains alike.

VILLAINS: Antfrost; Fundy (Animus); Hannahxxrose (Atrophy); HBomb (Wild Card); Jschlatt; Ponk; Quackity (Facade); Ranboo (The Horror); Kristin (Nightshade)

VIGILANTES: CaptainPuffy (The Captain); ConnorEatsPants; Karl Jacobs (Rewind); Niki (Nemesis); Punz; Technoblade; TommyInnit (Red Raccoon); Tubbo (Aegis); Wilbur Soot

Legality Issues

In truth, the HOA only exists due to their overwhelming popularity in a city full of super powered individuals. In fact, they're technically registered as a non-profit, with volunteer lawyers helping keep them out of legal trouble. It's a delicate position to be in, especially considering the strong vigilante presence in Essempi; convincing your local government that it's

better to let you operate in peace gets a bit thorny when unaffiliated individuals keep screwing up your missions. As such, the HOA strongly discourages vigilantism, and urges vigilantes to at least join their slightly more legal organization instead.

Villainy, in whatever form it takes, is obviously illegal. The HOA works with local law enforcement to try and capture these shadowy individuals, but since there's no central organization behind them, it can be hard to pin them down. The presence of super powered villains are one of the main arguments for letting the HOA stay active, despite their nebulous legality.

Due to both legal and transparency reasons, members of the HOA do not technically have secret identities. While they may use code names, their legal identities are publicly available for anyone who goes looking; code names often function as pen or stage names. Coincidentally, this is often a factor in why many vigilantes prefer not to join the HOA. Privacy is often a concern.

E.G.G.

No one knows where the E.G.G. came from, what they really want, or who is behind them. Nobody even knows what E.G.G. actually stands for.

Essempi

Essempi is a large metropolis with smaller districts and locations, such as L'Manberg, Las Nevadas, etc.

MISC

Mysterious Device

This is the strange device that swaps everyone's powers. (original

concept art by Mod Dee do not steal etc etc)

This Mysterious Device only works in a specific radius; ie: the entire city

of Essempi. Anyone who was not in Essempi at the time of the swap would have been unaffected.

The E.G.G. Facility(s)

The E.G.G. has a decoy facility located in a very tall skyscraper. However, their real area of operations takes place inside an abandoned warehouse, where the Mysterious Device is stored.

CAST

Aimsey

Power: Ghost Communication → Sowing Discord

Antfrost

Power: Cat Shapeshifting → Pyrokinesis

Status: Villain (petty thief/cat burglar; Member of E.G.G.)

Awesamdude

Power: Technopathy → Compel Truth

Status: Member of HOA

Character dynamics:

- Tommy - In civilian form, the two have a father-son dynamic. Behind the mask, this is very different. Neither are aware of the other's secret identity.
- Ponk - Well there sure is something going on there.

Important details:

- Sam takes a very hard stance against vigilantism and villainy, more so

than typical for most HOA members.

- Before the power swap, Sam used an extra set of robot arms, but without his Technopathy, they're inoperable.
- His main weapon is a trident that emits electricity.

BadBoyHalo

Power: Shadow Manipulation → Power Mimicry

Status: Member of E.G.G.

Character dynamics:

- Sapnap, Skeppy, and Eryn - Family.

BoomerNA

Power: Supersonic Voice → Storm Powers

Status: Member of HOA | Codename: Vehement

Character dynamics:

- Hannah - Knows her civilian identity
- Punz - Is Boomer's roommate, and knows his civilian identity
- Sam - Boomer often helps Sam during HOA missions, and knows Sam's civilian identity
- Foolish - Knows his civilian identity
- Bad - Knows his civilian identity

Important details:

- Boomer is very scared of the E.G.G. once he learns it exists.
- His civilian outfit is just his hero outfit without the mask.

Callahan

Power: Nullify Powers → Flight

CaptainPuffy

Power: Super Strength → Bloodhound Tracking

Status: Vigilante | Code Name: The Captain

Character dynamics:

- Niki - Have connections with one another.

ConnorEatsPants

Power: See Through the Fourth Wall → Human Shapeshifting

Status: Vigilante (except for on weekends and every other Tuesday) | Code Name: N/A (he's just Connor)

Character dynamics:

- Purpled - They don't know each other well, but they work in similar circles, which is how they end up meeting.

Important details:

- He wants to join the Syndicate, but is currently unaffiliated with any groups on any side of the hero/villain spread.
- Nobody in the Syndicate knows who Connor is, despite how often he attempts to join them. They often get his name wrong.

Dream

Power: Illusions → Ghost Communication

Status: Member of HOA

Important details:

- A founding member of the HOA.

Eret

Power: Future Vision → Animal Communication

Status: Member of HOA | Code Name: Eminence

Character dynamics:

- Fundy - Friends.
- Foolish - They work together during missions sometimes

Important details:

- Has a cat named Goose and a ferret named Ozymandius (Ozzy for short)

Eryn

Power: Summon Weapon → Shadow Manipulation

Status: Member of HOA | Code Name: Imp

Character dynamics:

- Sapnap - They’re brothers, your honor.
- BadBoyHalo - Adopted father.
- Tommyinnit - Childhood friends.

Foolish

Power: Storm Power → Force Field

Status: Member of HOA

Character dynamics:

- Eret - They work together on occasion.

Important details:

- Foolish's new power, Force Field, manifests in pale green.

Fundy

Power: Animal Possession → Summon Weapon

Status: Villain (low level) | Code Name: Animus

Character dynamics:

- Eret - Friends.
- HBomb - They're allies.

GeorgeNotFound

Power: Hypersomnia → Super Strength

Status: Member of HOA

Important details:

- A founding member of the HOA.

Hannahxxrose

Power: Withering → Illusions

Status: Villain (secretly part of the E.G.G.) | Codename: Atrophy

Character dynamics:

- Boomer, Punz, Sam, Foolish, Bad, Niki - Knows civilian identity.

Important details:

- Hannah is secretly part of the E.G.G., but this is not revealed until the E.G.G. raid.

HBomb

Power: Power Sensing → Water Manipulation

Status: Wild Card :) (Villain/Vigilante, playing multiple sides)

Character dynamics:

- Fundy - Allies.

Important details:

- Used his original Power Sensing abilities for tactical reasons and to help others use their powers more efficiently.

Jack Manifold

Power: Power Mimicry → Supersonic Voice

Status: Member of HOA | Code Name: Thunder

Character dynamics:

- Niki - They're coworkers in HOA.
- Tommy - Allies.

Jschlatt

Power: Sow Discord → Murphy's Law

Status: Villain

Character dynamics:

- Wilbur - Wilbur is constantly trying to thwart Schlatt's plans, both in and out of costume.

Important details:

- Schlatt is a landlord by day, and enjoys causing chaos. He will often use his powers to anger tenants and turn them against each other.
- He had a group of villains working under him before the power swap.

Karl Jacobs

Power: Time Manipulation → Blood Manipulation

Status: Vigilante (but plays whatever side benefits him the most) | Code Name: Rewind

Character dynamics:

- Sapnap - <3 /romantic
- Quackity - <3 /complicated

Important details:

- His previous power, Time Manipulation, messed with his memory and caused him to forget several things, including his fiance Quackity.
- His eyes glow yellow when he uses his new power, Blood Manipulation.

Michaelmcchill

Power: Compel Truth → Nullify Powers

Niki

Power: Water Manipulation → Cat Shapeshifting

Status: Member of HOA (secretly a vigilante and part of the Syndicate) | Code Name: Nereid (HOA), Nemesis (Syndicate)

Character dynamics:

- The Syndicate - She's part of it!
- Jack Manifold - She knows him somehow.
- Captain Puffy - She knows her somehow.

Important details:

- Publicly, Niki is a member of HOA— but secretly, she is also part of the Syndicate, and works as a vigilante behind the scenes. Her code name in the Syndicate is Nemesis.
- While Niki believes in the Syndicate over everything else, she does struggle knowing there is good in the HOA and what they do.
- Losing her Water Manipulation makes her question her worth outside of her original powers.

Philza

Power: Flight → Withering

Status: Vigilante | Code Name: Talon

Character dynamics:

- Kristin/Lady Death - Reluctant allies behind the mask; commute acquaintances in civilian form.
- The Syndicate - He's part of it!

Ponk

Power: Healing → Animal Possession

Status: Villain, member of E.G.G.

Character dynamics:

- Sam - Whatever they have going on.

Punz

Power: Bloodhound Tracking → Beast Form

Status: Vigilante (works for himself)

Character dynamics:

- Boomer - Is Punz's roommate, and knows his civilian identity

Important details:

- Purpled at some point gave him a large scar on the side of his neck.
- Punz's beast form is reminiscent of a snow leopard.
- Punz's outfit accommodates his beast form as well, with a little hole for his tail, as well as fingerless gloves to accommodate his claws.

Purpled

Power: Gravity Manipulation → See Beyond Fourth Wall

Status: Gun for Hire/Hitman

Character dynamics:

- Quackity - He and Purpled are on friendly terms, and Quackity often hires Purpled for various mercenary jobs. Their relationship is best summed up as a co-worker relationship.
- Connor - They don't know each other well, but they work in similar circles, which is how they end up meeting.

Important details:

- Purpled's original power of Gravity Manipulation worked on both an AOE (Area of Effect) and on an individual basis. For AOE, Purpled could control the gravity of everything within a certain radius of himself,

although it was very taxing on his body to do so. Individual gravity was easier to control and included abilities such as increasing and decreasing a person/object's gravity, and changing his own gravity so that he could perform feats such as leaping from building to building. There was a limit to how many individual items he could control the gravity of, and he could not use AOE and individual gravity at the same time.

Quackity

Power: Human Shapeshifting → Gravity Manipulation

Status: Previously Vigilante => Villain | Code Name: Facade

Character dynamics:

- Sapnap - <3 /romantic
- Karl Jacobs - motherfucker
- Tubbo - Quackity took him under his wing while Tubbo was briefly a villain. They became close enough that they know each other's real names, but now that Tubbo is a vigilante, they don't use them—ostensibly because they are now on different sides.
- Purpled - He and Purpled are on friendly terms, and Quackity often hires Purpled for various mercenary jobs. Their relationship is best summed up as a co-worker relationship.

Important details:

- Owns the Las Nevadas Casino, a neutral ground for villains and vigilantes. Heroes were not initially allowed here, but Sapnap convinced Quackity to make an exception in light of the E.G.G. situation. This is where heroes, villains, and vigilantes alike come to discuss and make plans regarding the E.G.G. In addition, this was the place Quackity, Karl,

and Sapnap spent their time together before Karl's memory issues caused him to forget Quackity.

- Quackity's new power of Gravity Manipulation works on both an AOE (Area of Effect) and on an individual basis. For AOE, Quackity can control the gravity of everything within a certain radius of himself, although it is very taxing on his body to do so. Individual gravity is easier to control and includes abilities such as increasing and decreasing a person/object's gravity, and changing his own gravity so that he can perform feats such as leaping from building to building. There is a limit to how many individual items he can control the gravity of, and he cannot use AOE and individual gravity at the same time.

Ranboo

Power: Beast Form → Invulnerability

Status: Villain | Code Name: The Horror

Character dynamics:

- The Syndicate - He's part of it!
- TommyInnit - Friends.
- Tubbo - Friends.

Sapnap

Power: Pyrokinesis → Technopathy

Status: Member of HOA | Code Name: Wildfire

Character dynamics:

- Karl Jacobs - <3
- Quackity - <3

- BadBoyHalo - You are my da~ad, you're my dad!
- Eryn - Adopted brothers.

Important details:

- A founding member of the HOA.

Seapeekay

Power: Reactive Evolution → Future Vision

Skeppy

Power: Invulnerability → Time Manipulation

Status: Member of E.G.G.

Character dynamics:

- BadBoyHalo - Whatever you want to call them.

Slimecicle

Power: Detachable Limbs → Reactive Evolution → Beast Form

Important details:

- Eye is a limb, and it sort of hovers at the height at which it would be if it were the eye of a second person? the detacher can still operate the limb as it would be used if it were still connected to the body (e.g. he can still see through the eye if he wants to), and the limb itself can be touched, moved around, and interacted with by other powers

Technoblade

Power: Blood Manipulation → Intangibility

Status: Vigilante

Character dynamics:

- The Syndicate - He's part of it!

Important details:

- Techno works a day job at McPuffy's/McDonalds in his civilian identity.

Tina

Power: Intangibility → Hypersomnia

TommyInnit

Power: Animal Communication → Necromancy

Status: Vigilante | Code Name: Red Raccoon

Character dynamics:

- Sam - In civilian form, they have a father-son dynamic. Behind the mask, that is not the case. They don't know each other's secret identities.
- Wilbur Soot - Vigilante duo
- Ranboo - Friend
- Tubbo - Friend
- Jack Manifold - Allies
- Eryn - They're childhood friends.

Tubbo

Power: Force Field → Detachable Limbs

Status: Villain (briefly) => Vigilante | Code Name: Aegis

Character dynamics:

- Tommy - Friend
- Ranboo - Friend
- Quackity - Quackity took him under his wing while Tubbo was briefly a villain. They became close enough that they know each other's real names, but now that Tubbo is a vigilante, they don't use them—ostensibly because they are now on different sides.

Important details:

- Tubbo's original power, Force Field, manifested as pale green.

Wilbur Soot

Power: Murphy's Law → Healing

Status: Vigilante

Character dynamics:

- Tommy - Vigilante duo
- Niki - Allies

Other Characters

Kristin

Power: Necromancy → Power Sensing

Status: Anti-Villain | Nightshade

Character Dynamics:

- Philza - Reluctant allies behind the mask; commute acquaintances in civilian form.